

# Introduction

Experience the power, the glory, the thrill and the challenge of the world's greatest athletic competition: the SUMMER GAMES!

The awe-inspiring OPENING CEREMONY focuses on 3,000 years of noble tradition as you proudly look on, ready to give your very best to honour your country.

This is the moment you've worked and trained so long to achieve, to test your skill under pressure against the best of the world's athletes. You will try to excel in a whole spectrum of sports events – in track and field, swimming and diving, gymnastics, and skeet shooting.

Boldness. Skill. Strategy. Determination. The marks of the true champion. If you are victorious, you'll receive the champion's prize – the coveted GOLD MEDAL – before the cheering multitude. Your triumph might even go down in history as the greatest personal performance ever!

Seize the moment!  
Prepare for the ultimate challenge!  
Taste the fruits of hard labour.  
Give it your best and GO FOR THE GOLD!

# Objectives

SUMMER GAMES offers a variety of sports competitions for 1 to 8 players. It challenges you with eight realistic events in swimming, track, gymnastics, skeet shooting, pole vault, and diving.

Represent one of 18 countries as you compete in each event. Try to win the most medals for the whole line-up of events! SUMMER GAMES keeps scores, provides judges, and awards medals to the winners.

As you get better, try to break "World Records" and set new performance standards. SUMMER GAMES also saves the names of record holders and displays them on a special screen.

So, get in shape and try to beat the best. The whole world is watching you!

# Getting Started

**Loading Instructions: (Cassette) Commodore 64**

When loading the cassette for the first time it must be loaded with the label side up. The cassette is recorded with four events on side one and four events on side two. You will be prompted when to load side two. Because the cassette files are sequential if you want to load an event which is before the point you are at on the tape you **must** rewind the tape before attempting to load it. For example: If you have loaded and played the 100-Metre Dash then to load and play the Pole Vault the cassette must be rewound and positioned before the Pole Vault. It may help on positioning the tape if you zeroise your tape counter after loading the main menu and make a note of the counter readings for each event on both sides of the tape. The order of the events on the tape is as shown on the main menu. To load the cassette: Insert the cassette label side up, rewind and Press SHIFT and RUN/STOP key together. Press PLAY on the cassette player and the tape will load.

**Loading Instructions (Disk) Commodore 64**

Set up your Commodore 64™ as shown in the Owner's Manual. Remove all disks from the drives. Plug your joystick into **Port # 2**. If you are using two joysticks, plug the second joystick into **Port # 1**. Turn the computer and disk drive **ON**. Insert the SUMMER GAMES disk into the disk drive, with the **Side 1** label facing UP, and the oval cutout pointing towards the back. (You will be prompted when to remove the disk to load Side 2.) Type **LOAD\*\*"8,1** and press the **RETURN** key.

**With the EPYX FAST LOAD Cartridge and Disk Drive:**

Set up your Commodore 64 as shown in the Owner's Manual. Insert the FAST LOAD Cartridge into the cartridge slot of your computer. Plug your joystick into **Port # 2**. If using two joysticks, plug the second one into **Port # 1**. Turn the computer and disk drive **ON**. Insert the SUMMER GAMES disk into the disk drive, with the **Side 1** label facing UP, and the oval cutout pointing toward the back. Press the C=(Commodore) key and the **RUN/STOP** key to load the program.

**Loading Instructions: (Disk) Atari.**

Place program disk in your disk drive and turn on your computer. The program will boot automatically. Leave the disk in the drive.

# Starting Play

A spectacular opening ceremony welcomes you to the International SUMMER GAMES. A runner arrives to light the traditional flame and white "peace doves" are released over the stadium.

After the opening ceremony a menu screen offers you a choice of six options. To make your selection, use your joystick to move the cursor to your choice, then press the Fire button. Or type the number key of the option you want.

**OPTION 1: COMPETE IN ALL THE EVENTS**

Players compete in the complete series of events, in this order: **Pole Vault, Diving, 4 x 400-Metre Relay, 100-Metre Dash, Gymnastics, Freestyle Relay, 100-Metre Freestyle, and Skeet Shooting.**

- Players will first be asked to enter their names and pick their countries.
- Type your name on the keyboard and press RETURN to enter.
- Push the joystick to move the cursor to one of the flags, then press the Fire button to pick that country. (If you just want to hear the anthem type: S.)
- Repeat name and country selection for each player. When all competitors are finished, press RETURN.
- A verification screen will appear. If all names and countries are correct, select YES with the joystick and press the Fire button, or type: Y. To delete names and start again select NO or type: N.

**OPTION 2: COMPETE IN ONE EVENT**

- Similar to OPTION 1, but you only compete in the event you pick.
- Use the joystick to choose the event, then press the Fire button or just type the key matching the number of the event (1-8).

**OPTION 3: PRACTICE ONE EVENT**

- Use the joystick to choose the event, then press the Fire button or just type the key matching the number of the event (1-8). NO SCORING RECORDS ARE KEPT DURING PRACTICE ROUNDS.

**OPTION 4: NUMBER OF JOYSTICKS (1 or 2)**

- Select 1 or 2 by pressing the Fire button or type: 4.
- If you only have ONE JOYSTICK, plug it into PORT #2 and SELECT 1.
- If you have 2 JOYSTICKS, plug them both in and SELECT 2. This will let two players compete head to head in the swimming and running events.

**OPTION 5: SEE WORLD RECORDS**

- Displays the highest score recorded in all events, with the name and country of the player who achieved it.

**OPTION 6: OPENING CEREMONIES**

- Repeats the opening ceremonies.

# The Games

**Pole Vault**

You need agility and superb timing to perform well in this event. It takes sprinting, lifting, and gymnastic skills – co-ordinated in split seconds of fluid movement!

- The display along the bottom of the screen shows the competitor's name and country, the bar height, and status messages.
- The bar height is initially set at 4 metres. A status message will ask, "TRY THIS JUMP?"
- If you wish to compete at that height, push the joystick forward to answer "YES." Or pull the joystick back to answer "NO." The next player then gets the same option. If all the players decide not to jump, the bar is raised and the question is asked again.

**Note:** Competition CAN begin at any height up to 5 metres. When the bar is raised to 5 metres, competition MUST begin before the height is increased.

- After you accept a bar height, a status message asks you to "SELECT POLE GRIP." Use the joystick to select your grip.
- Forward for HIGH.
- Left or right for MEDIUM.
- Back for LOW.
- (The high grip can give you more height, but low grip is easier to use for low jumps.)
- When the status message says, "READY TO JUMP":
- Press the Fire button to start running towards the bar.
- Pull the joystick BACK to plant the pole in the vault box (which appears as a dark notch in the landing pad).
- Push the joystick FORWARD to kick up and flip over the bar.
- Press the Fire button to release the pole.
- Timing is critical in this event. You can fail to clear the bar if you:
- Plant the pole too soon or too late (missing the vault box).
- Kick up too soon (hitting the bar) or too late (letting the pole fall against the bar).
- Release the pole too soon (losing control) or too late (letting the pole fall against the bar).
- You get three attempts to make a successful vault at each height.
- Three successive failures eliminate you from competition in this event.
- After each round, the bar height is raised.
- The winner of this event is the last player to be eliminated.

**Diving**

Stand on a platform 30 feet above the water. Feel the tension rise as the crowd watches your every move. It's time to show your "best stuff" with four tricky dives: forward, backward, reverse and inward. As you take the plunge, remember: Form is Everything!

- Press the Fire button to take off from the diving board.
- Use the joystick to control your body position and rotation speed.

Push the stick:

- RIGHT for a full-tuck position, and the fastest rotation.
- BACK for a pike position, and the second-fastest rotation.
- LEFT for a half-pike position, and slower rotation.
- FORWARD for a layout position, and the slowest rotation.

- After every dive, the judges' scores appear in boxes across the centre of the screen. A dive is considered perfect (for a score of 10 points) if the body enters the water vertically and fully extended, either head- or feet first. Any deviation from this ideal entry position costs you points, with a minimum score of zero.
- A second scoring factor is the Difficulty Rating, based on the number of rotations and different positions achieved in a dive. This Rating starts at 1.0, and can go as high as 4.1, increasing with the complexity of the dive.
- The total points for each dive are calculated by eliminating the high and low judges' scores and multiplying by the Difficulty Rating.
- To get a high score, attempt the most difficult dive you can successfully perform. Easy dives get low Difficulty Ratings; complex dives may earn low scores if they are executed poorly. Remember both of the factors used in scoring this event.
- Three status displays give you this information.
- A DESCRIPTION screen names the next dive you are to perform.
- A DIVE RATING screen indicates the score for your performance.
- A CURRENT STANDINGS screen shows the total points won by all the competitors in this event. Press the Fire button to change screens.
- The winner of this event is the competitor who scores the most points for the four dives.

**4 x 400-Metre Relay**

It takes speed, pacing, AND perfect teamwork from all four runners on your relay team to win this exciting race. Be sure to watch their vital signs closely – a collapse could be a disaster. And remember, don't fumble the baton!

- Press the Fire button to set your first runner at the starting line.
- When both runners are in place, watch the countdown: "MARK...SET..." The starting gun fires. "...GO!"
- Move the joystick to the RIGHT to start running.
- A false start means the countdown begins again. Be careful – two false starts disqualify you.
- Move the joystick to control your runner's speed:
- CENTRE for normal running.
- LEFT for "coasting".

- Pacing is crucial in this event, so watch the gauge at the bottom of the screen to monitor your runner's energy reserves. When the bar is long and white, your runner has plenty of energy. As the bar disappears your energy is depleted.
- Control your runners' speed to move them as fast as possible without becoming exhausted. They lose energy while sprinting and regain it while "coasting."
- If a runner tries to sprint with little or no energy left, his performance will drop off sharply. Make the runner coast to reduce his speed and regain energy (but don't let him fall too far behind!)
- Each of your runners has a different amount of stamina. Learn their individual traits in order to decide how to control their pace.
- All runners tire more quickly in the first part of their "leg" (or turn) than they do in the second part. Runner one can't regain his energy as fast as runner four can, while runner two loses energy faster than runner three.
- To pass the baton, press the Fire button. Time the pass for the moment when both runners are close to each other, otherwise, you'll lose precious seconds while your progress stops.
- When your fourth runner crosses the finish line, your race time will appear in place of your name.
- The winner of this event is the team with the best time.

**100-Metre Dash**

All-out SPEED is the key to winning this race!

- The Start procedure is the same as the 4 x 400-Metre Relay.
- When the race begins, increase your running speed by jiggling the joystick as rapidly as you can, either side-to-side or up and down.

- The winner of this event is the runner who crosses the finish line with the best time.

**Gymnastics**

This is the supreme test of grace and precision. Strive for a performance of athletic artistry as you vault from a springboard to the horse, then to the floor. The crowd will really appreciate your attention to form!

- Press the Fire button to get set.
- Release the button to start your run.
- Press the button again to jump onto the springboard.
- You will get a more powerful vault nearer the edge of the board. Jumping too soon or too late will make you miss the board entirely, and you will have to start again. A second miss will disqualify you from the round.
- Hold the joystick RIGHT or LEFT as you leave the springboard to perform a 180° axial body twist. The manoeuvre increases the difficulty of your performance and makes a higher score possible (if you successfully complete your attempt).
- Press the Fire button to push off the horse. The most powerful push-off occurs when the body is nearly vertical.
- In the air, move the joystick to control body position and rotation speed:

- FORWARD for a full-tuck position, at fast rotation.
- CENTRE for a layout position, at medium rotation.
- BACK for a landing position, at slow rotation. You must be in this position for a correct landing.

- The scoring is based on both execution and difficulty, and is displayed after your landing.
- EXECUTION is considered perfect if you land completely upright on your feet. In a near-perfect landing, you take a step. Use the joystick to straighten up, by pushing it in the opposite direction that your gymnast is leaning. By making this last-second correction, the landing will be judged successful, with only a slight penalty. If your gymnast falls there will be a greater score penalty.
- DIFFICULTY is judged by the number of different manoeuvres performed in mid-air. Scores are lowered by poor landings, poor height off the horse and vaults that involve few manoeuvres.
- The highest possible score is awarded for a perfect landing after a 180° twist, with maximum height from the horse, followed by a triple somersault.
- The winner of this event is the competitor who scores the most combined points for two consecutive vaults.

**Freestyle Relay**

Be ready to spring from your starting block when the countdown reaches "GO" just a fraction of a second can decide this furious swimming race. It takes power, co-ordination, and strategy to keep your four swimmers ahead!

- Press the Fire button to position your first swimmer at the starting block.
- When both swimmers are in place, watch the countdown: "MARK...SET...GO!"
- Move the joystick to the RIGHT to jump into the water. Don't jump too soon – an early take-off is a false start, and the countdown will begin again. Three false starts disqualify you from the race.
- Press the Fire button every time your swimmer's arm enters the water. This gives you a "power stroke," and more speed.
- When your swimmer reaches the far end of the pool, about half way through the section marked with red floats, lean the joystick LEFT for a kick-turn. Turning at just the right time gives you the best head start for your return lap.
- As your swimmer completes the return lap, lean the joystick RIGHT to start your next relay racer. The new swimmer should leave the starting block just as his teammate reaches the end of the pool. If you make this move too early or late, the action stops and you'll lose precious time!
- When your fourth swimmer completes his return lap, the clock displays your final time for the race.
- The winner of this event is the team with the best final time.

**100-Metre Freestyle**

This race is like the Freestyle Relay, except that a single swimmer completes just two lengths of the pool. To win this 'swimming-sprint,' concentrate on getting a good start and keeping a strong power stroke. Just a split second can be the margin of victory!

- The start, kick-turn and power stroke are controlled the same way as in the Relay event.
- This race is over when your swimmer completes his return lap.
- The winner of this event is the swimmer with the best final time.

**Skeet Shooting**

Out on the SUMMER GAMES skeet range you need steady nerves, an eagle's eye, and lightning reflexes to win this supreme test of marksmanship. Learn the patterns of the clay pigeons, focus your attention, and keep your sights steady as you fire away!

- Move the joystick to aim your gunsight.
- Remember, gravity slowly but constantly pulls the sight downward, so your aim won't stay fixed unless you keep correcting it. This means you can't just set your aim and wait for the target. If you follow a target, the gravity effect is very minor.
- Press the Fire button to release the targets from the trap houses at the sides of the range, and again to shoot. You get only one shot for a single target and two shots for a double target. Make them count! One point is scored for each hit.
- Each round of shooting consists of 25 targets. They appear in a standard sequence as you move through eight shooting positions. Positions start from the left, move to the right, and finish at the centre station. Pay attention to the order in which targets are thrown.
- The winner of this event is the shooter who scores the most hits in a round of 25 targets.

**Scoring Awards Ceremony**

After every event the names, countries, and scores of all competitors are listed in the order they placed. The name of the Gold Medal winner appears at the top of the screen, and his or her country's national anthem is played.

**Champion Ceremony**

If players compete in all SUMMER GAMES events, a Grand Champion is selected based on the number of medals awarded.

**Gold Medal** = 5 points    **Silver Medal** = 3 points    **Bronze Medal** = 1 point

When all the events have been decided the points are totalled and the player with the most points is honoured as Grand Champion. This occurs after the Awards Ceremony for the final event.

**World Records**

The highest score achieved in each event, the name of the player scoring it and his or her country are saved by the SUMMER GAMES program. These records are displayed on the World Records screen. If a new record is set for an event, the previous record is deleted and the new information appears in its place.

**Continuing Play**

To restart SUMMER GAMES at any time, press RUN/STOP and RESTORE at the same time on the C64. The program will return to the main menu. On Atari press System Reset to return to main menu.



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# SUMMER GAMES™